



# ***FIGHTING WITH FIRES*** ***1<sup>ST</sup> MARINE DIVISION*** ***OPERATION IRAQI FREEDOM***

**Colonel Mike Marletto**

# Agenda

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- **Focused fires**
- **Depth and simultaneity**
- **Combined Arms Execution**
- **Combined Arms Reactive Counterfire**
- **Takeaways**



## ***COMMANDER'S GUIDANCE FOR FIRES***



**THE ENEMY'S CENTER OF GRAVITY IS HIS ARTILLERY (CORPS AND DIVISION LEVEL). THROUGHOUT, OUR ORGANIC FIRES AND TARGET NOMINATIONS TO MEF WILL FOCUS ON DESTROYING ARTILLERY THAT CAN ADVERSELY IMPACT OUR MISSION SUCCESS. WE MUST ELIMINATE THOSE SYSTEMS CAPABLE OF DELIVERING CHEMICAL MUNITIONS TO PROTECT THE FORCE, PERMIT FREEDOM OF ACTION, FACILITATE SPEED IN MANEUVER.**

# Knowing the Enemy



- Strengths
  - Impressive number of relatively modern cannon and rocket systems
  - Capable of effectively planning fires
- Vulnerabilities
  - Limited Target Acquisition capability
  - Slow decision cycle
  - Limited/no ability to shoot and move

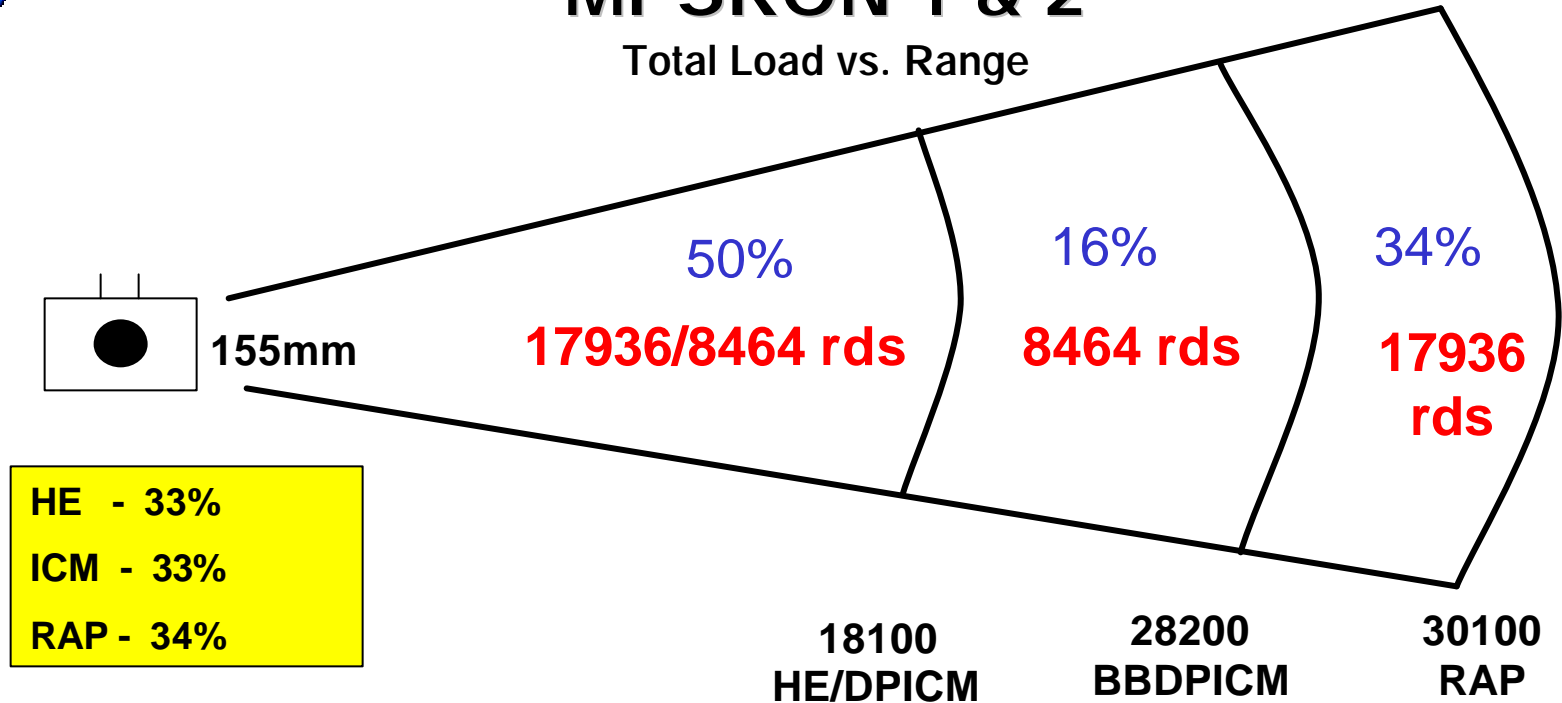


# KNOWING YOURSELF



## MPSRON 1 & 2

Total Load vs. Range



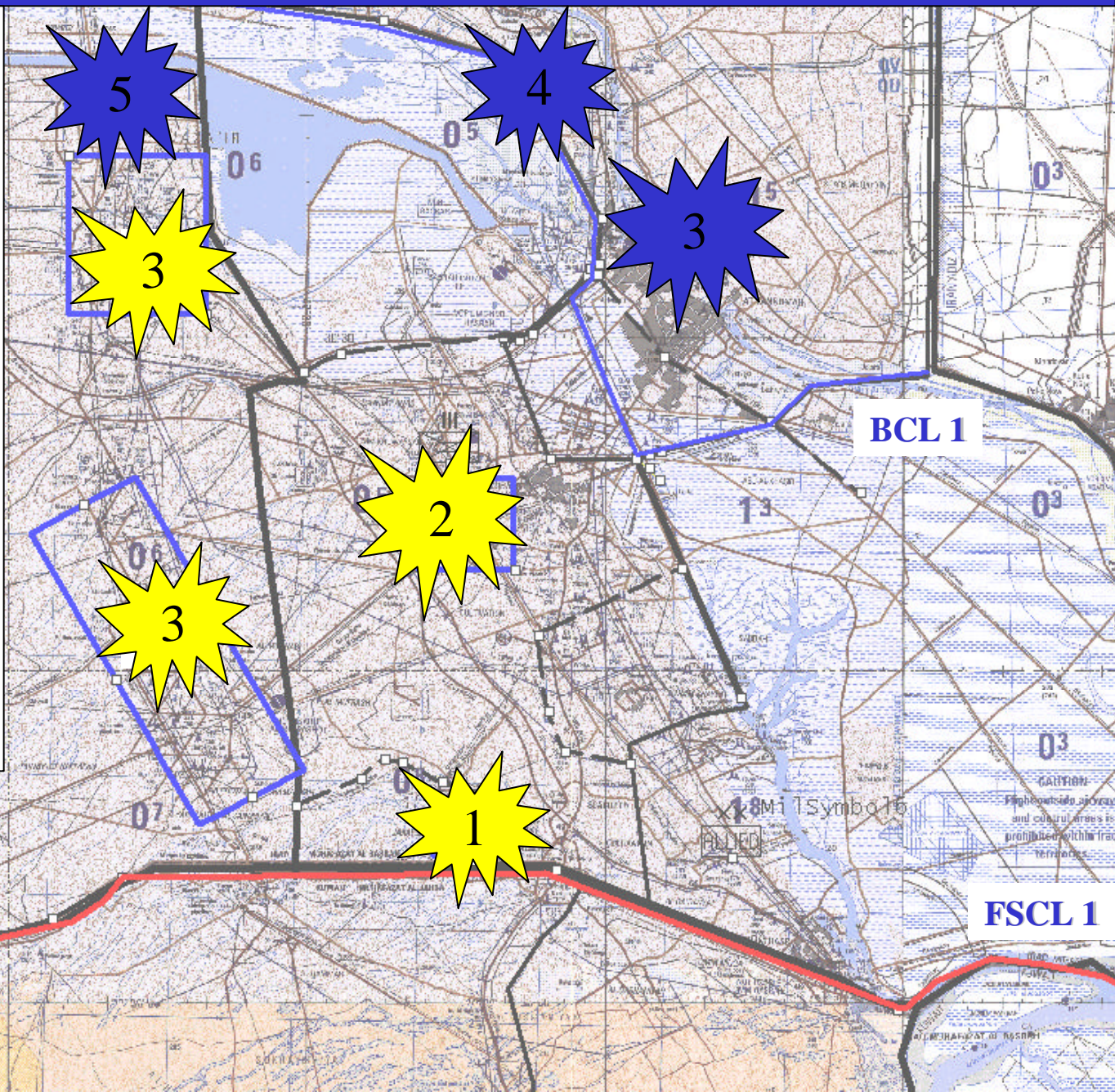
***52,800 Total Killing Rounds***

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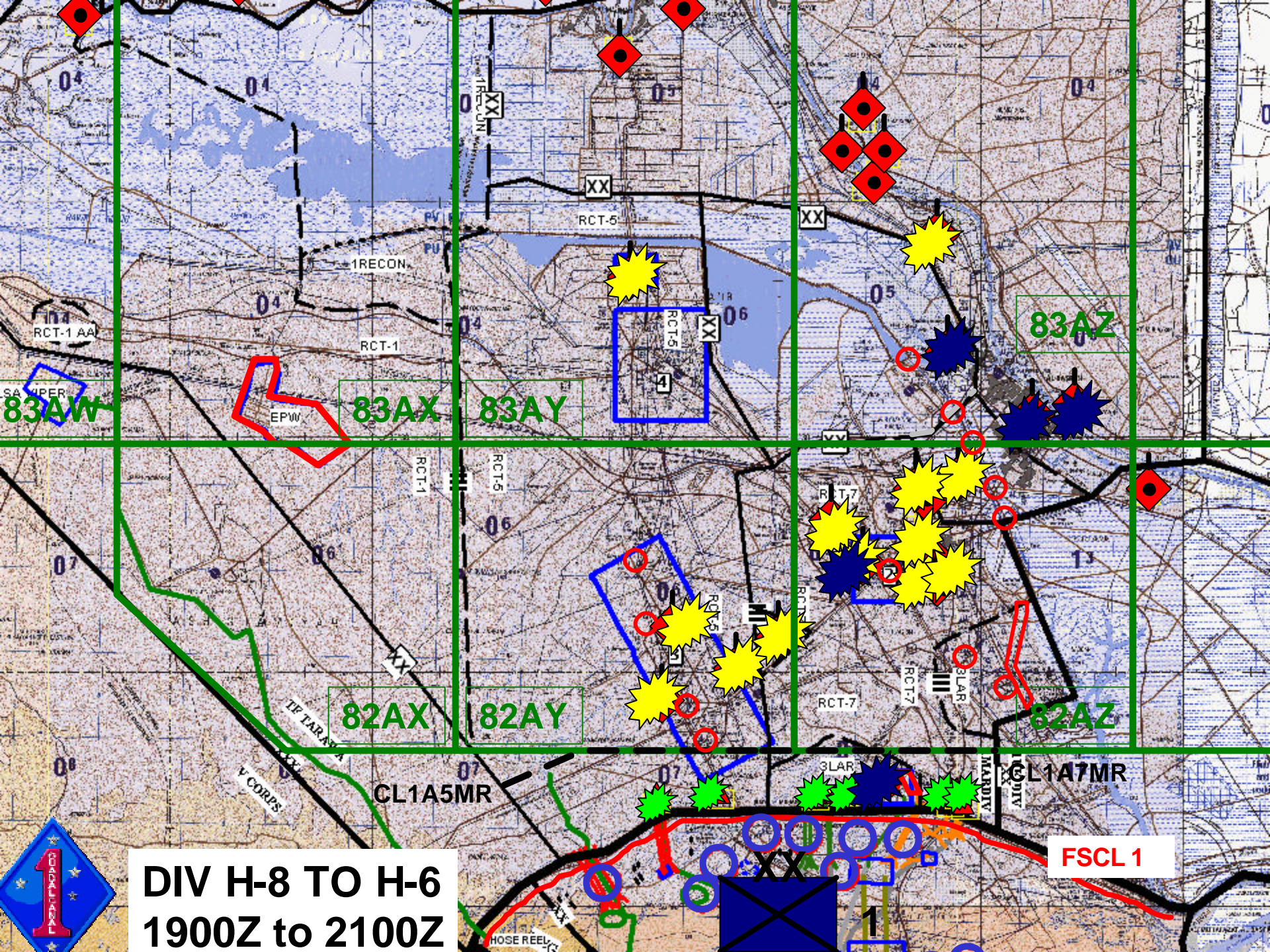
- 2 x High Density/Long Duration 400x400 High Angle FASCAM Minefields
- 18 x High Density/Short Duration 400x400 High Angle FASCAM Minefields
- 656 Minutes of ILLUMINATION
- 2704 x WP Marks
- Obscuration and screening



- **Task 1.** Disrupt the ability of the Iraqi Border Guard Forces and Recon to observe and report friendly movement
- **Task 2.** Limit ability of 51<sup>st</sup> Mech D/A and mortar battery to engage friendly forces with effective indirect fires.
- **Task 3.** Limit the ability of the III C/A to engage friendly forces with effective indirect fires.
- **Task 4.** Limit the ability of the 6<sup>th</sup> Armored D/A to engage friendly forces with effective indirect fires.
- **Task 5.** Delay the counterattack of the 6<sup>th</sup> Armored Division south



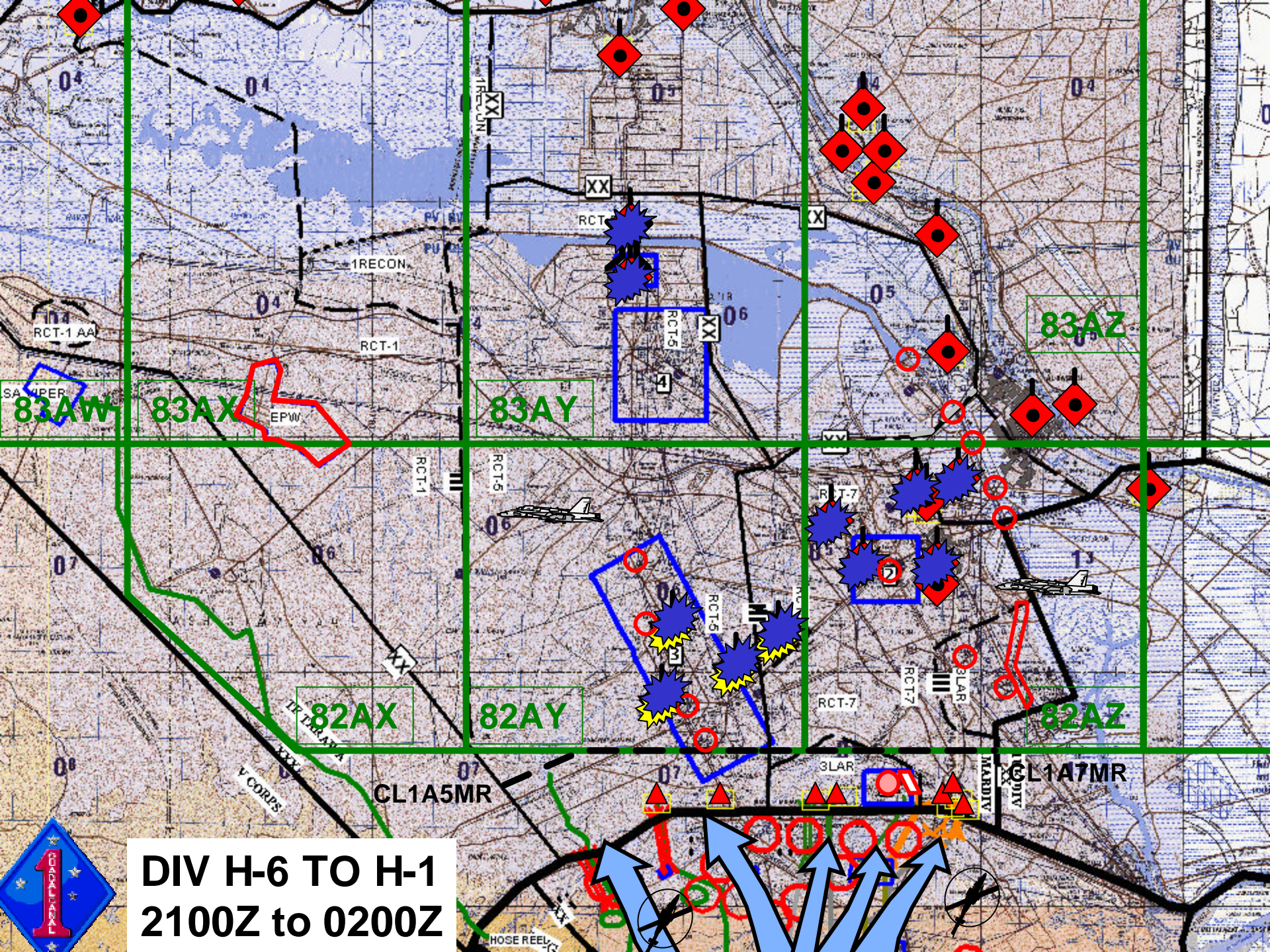




DIV H-8 TO H-6  
1900Z to 2100Z

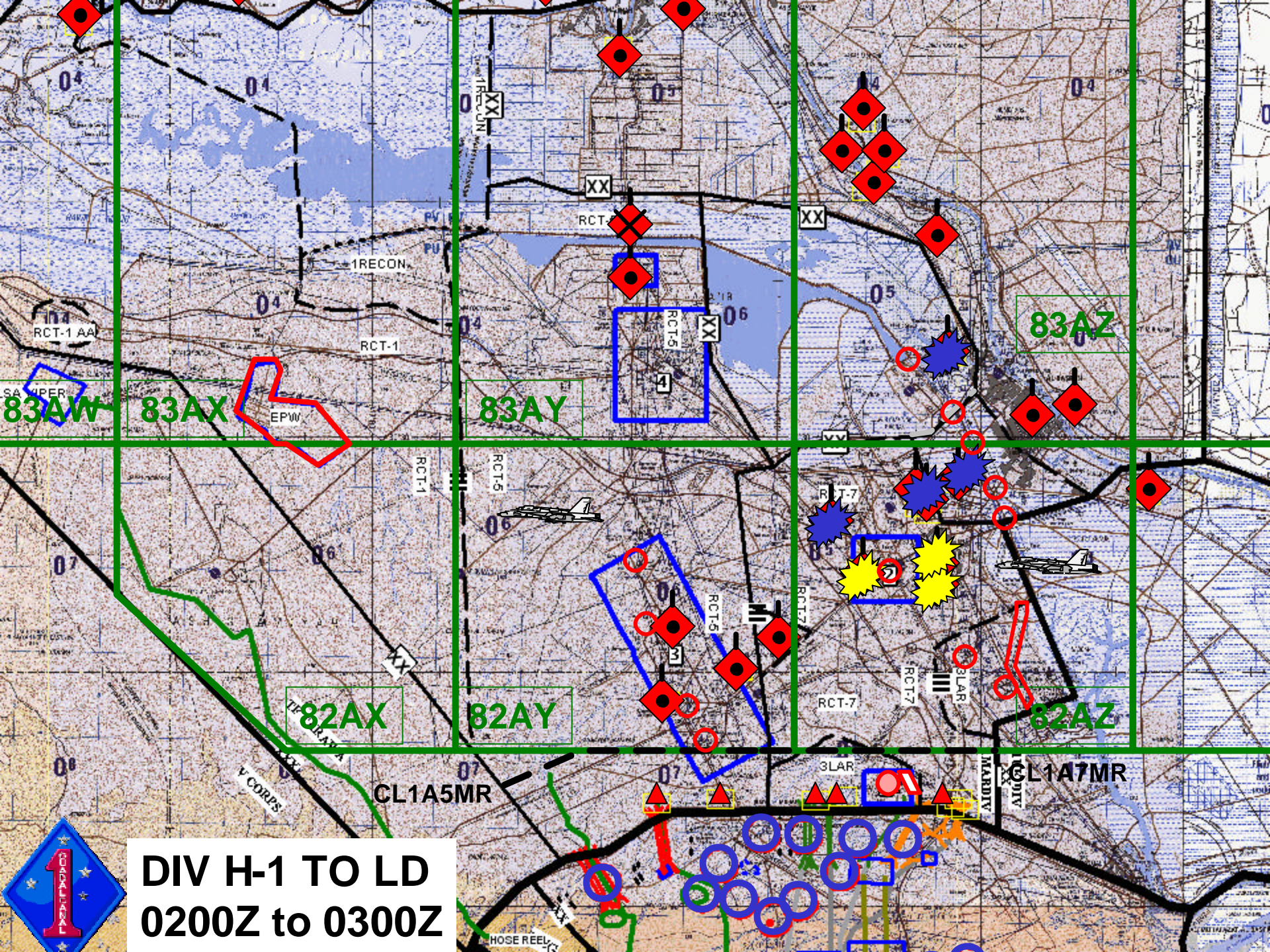
FSCCL 1





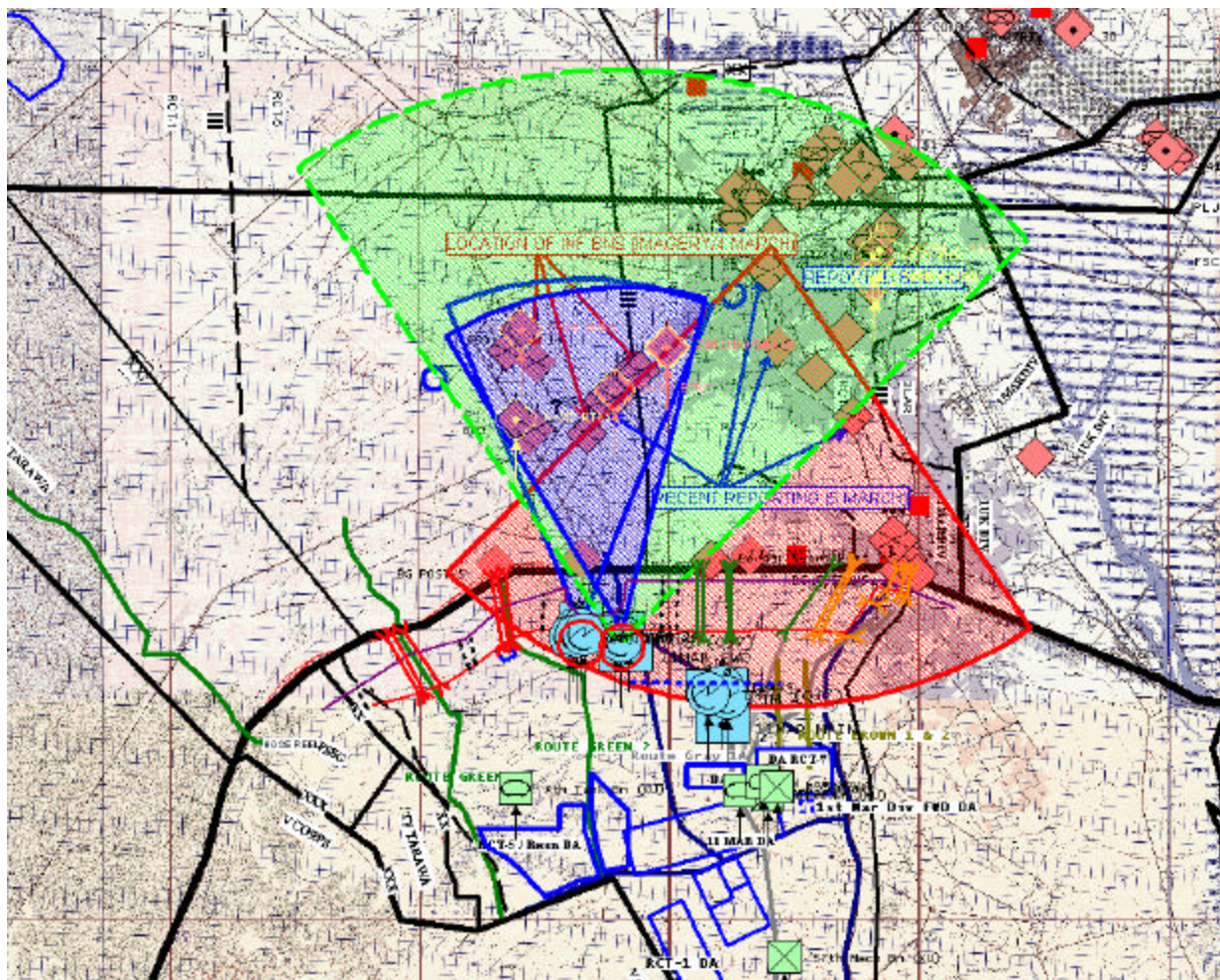
**DIV H-6 TO H-1**  
**2100Z to 0200Z**





**DIV H-1 TO LD**  
**0200Z to 0300Z**







# MAX ORD PLANNING FIGURES FOR OPENING GAMBIT FIRE PLANS

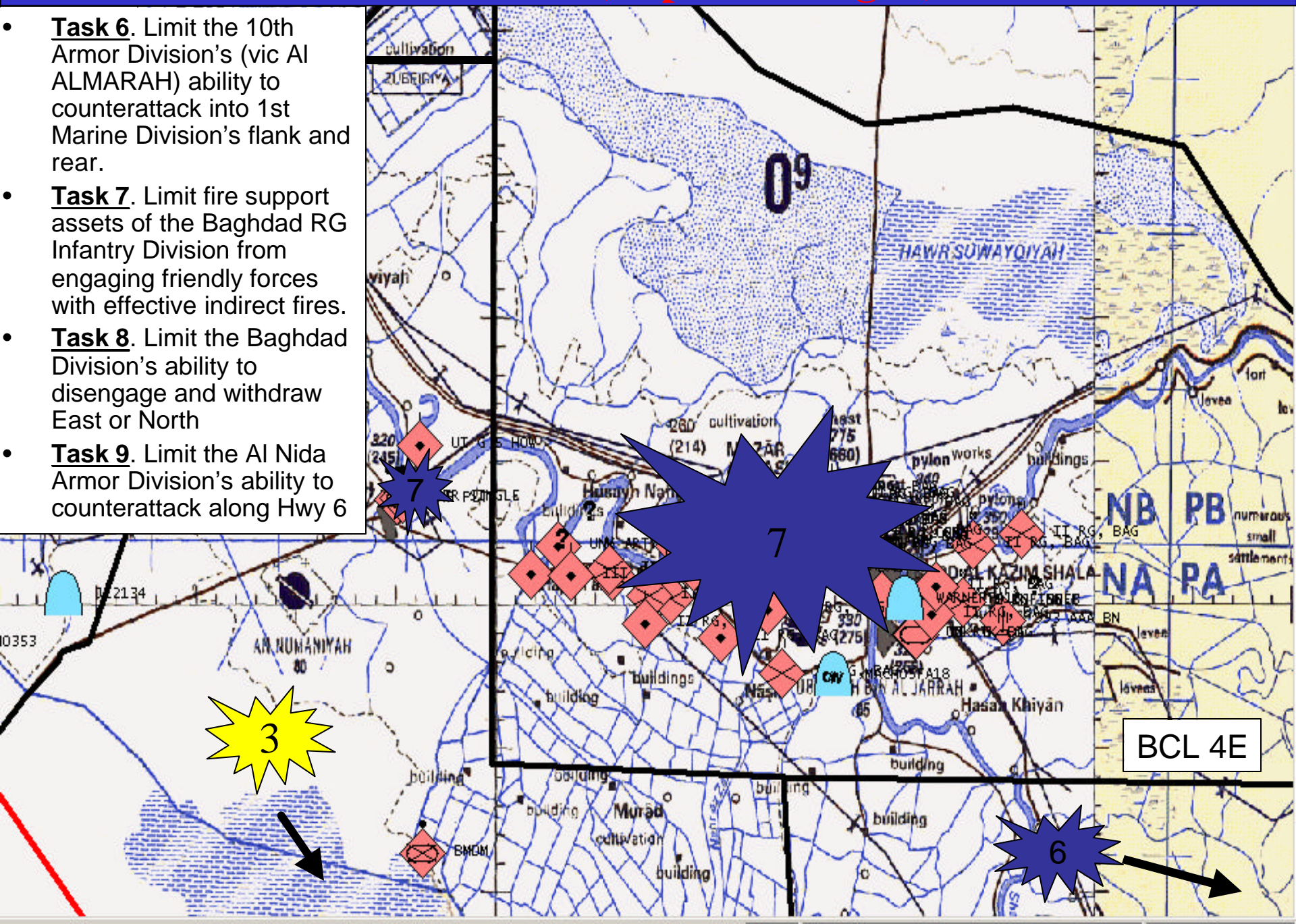
TGT #	MAX ORD (Ft AGL)	APPROX GTL (deg T)
AB0665	35000	018
AB0670	24000	019
AB0695	36000	335/324
AB0710	28200	005
AB0730	34000	008
AB0960	13500	010
AB0965	13500	010
AB0970	11700	343/335
AB0975	28200	349/342





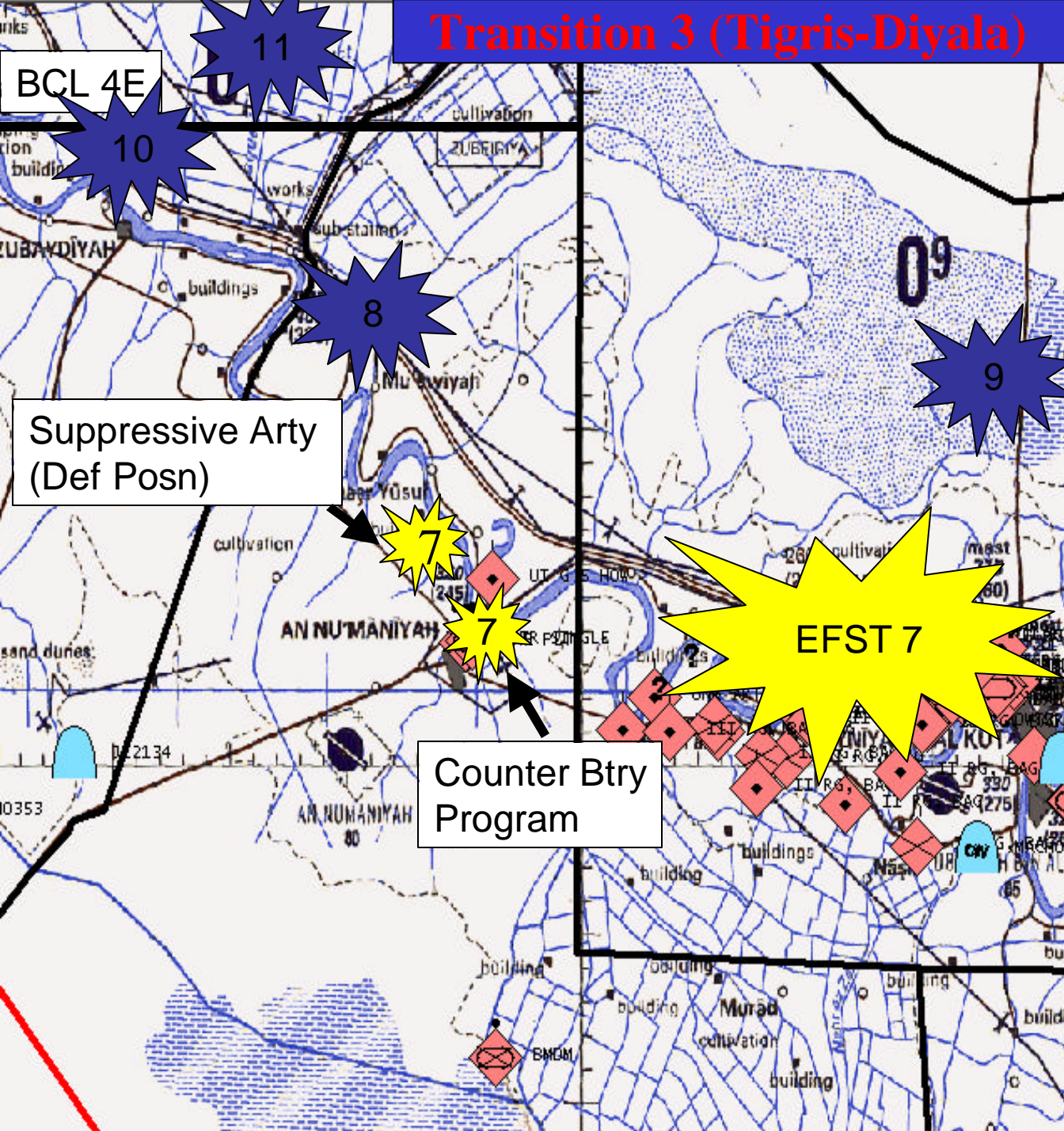
## Transition 2 (Euphrates-Tigris)

- **Task 6.** Limit the 10th Armor Division's (vic Al ALMARAH) ability to counterattack into 1st Marine Division's flank and rear.
- **Task 7.** Limit fire support assets of the Baghdad RG Infantry Division from engaging friendly forces with effective indirect fires.
- **Task 8.** Limit the Baghdad Division's ability to disengage and withdraw East or North
- **Task 9.** Limit the Al Nida Armor Division's ability to counterattack along Hwy 6





## Transition 3 (Tigris-Diyala)

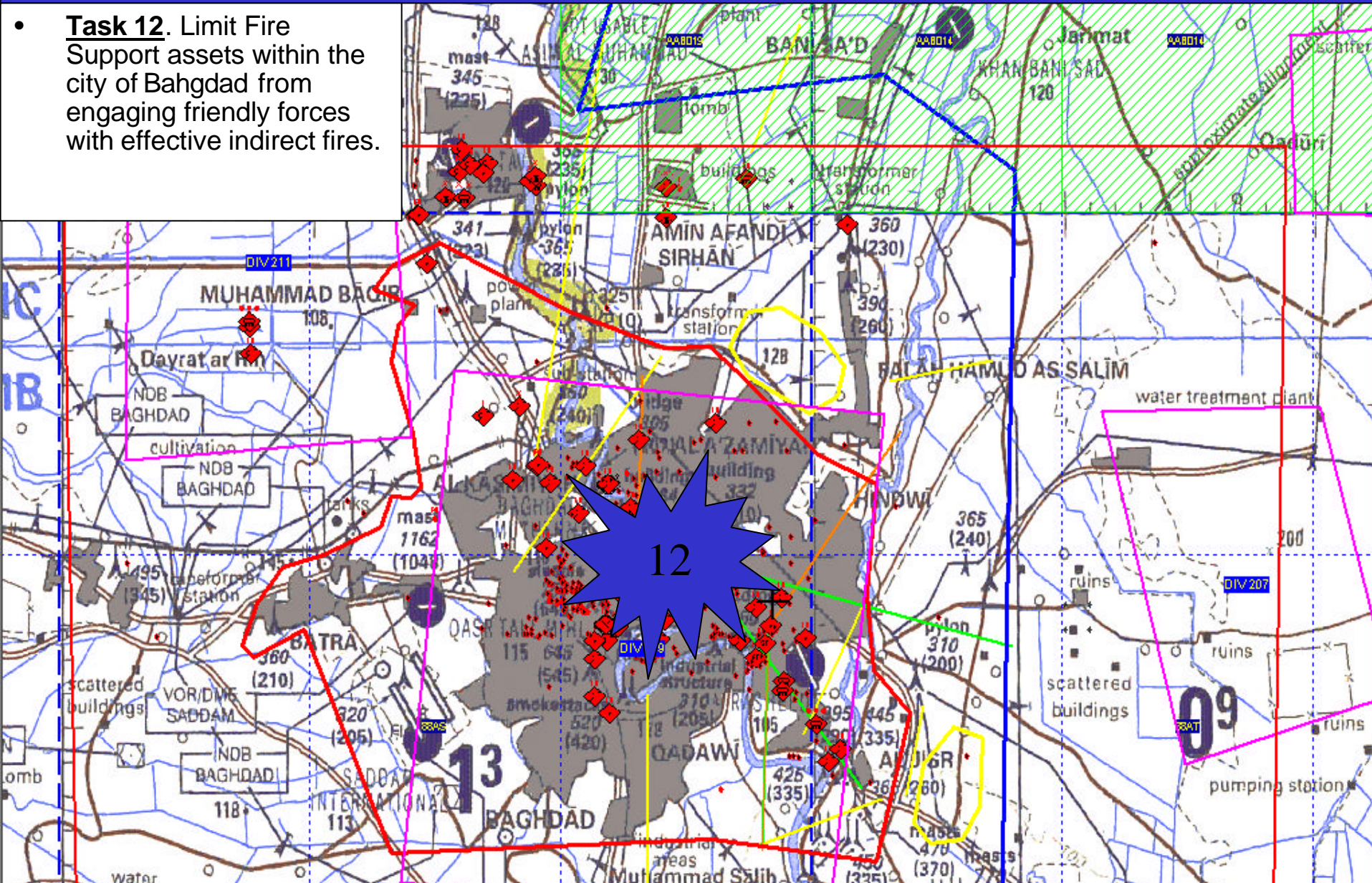


- **Task 6.** Limit the 10th Armor Division's (vic Al ALMARAH) ability to counterattack into 1st Marine Division's flank and rear.
- **Task 7.** Limit fire support assets of the Baghdad RG Infantry Division from engaging friendly forces with effective indirect fires.
- **Task 8.** Limit Fire Support Assets of the Al Nida RG Armored Division from engaging friendly forces with effective indirect fires.
- **TASK 9.** Limit the Baghdad Division's ability to Disengage and withdraw to city of Baghdad.
- **Task 10.** Limit the Al Nida Armor Division's ability to counterattack along Hwy 6
- **Task 11.** Limit the 41<sup>st</sup> Bde of the Al Nida RGFC Division ability to reinforce the 42<sup>nd</sup> or 43<sup>rd</sup> Bdes Southeast of Baghdad.

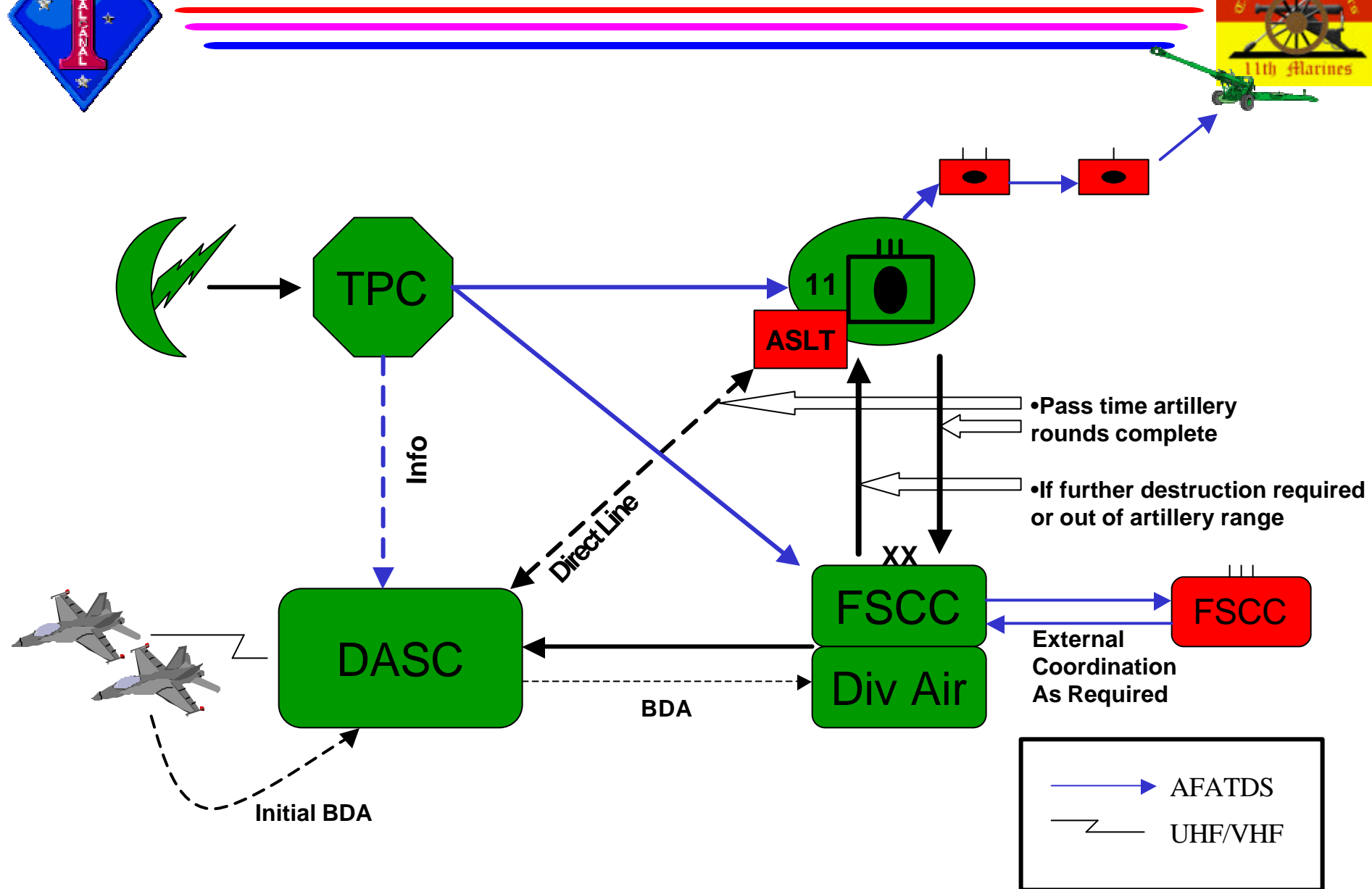


## Transition 4

- Task 12.** Limit Fire Support assets within the city of Baghdad from engaging friendly forces with effective indirect fires.

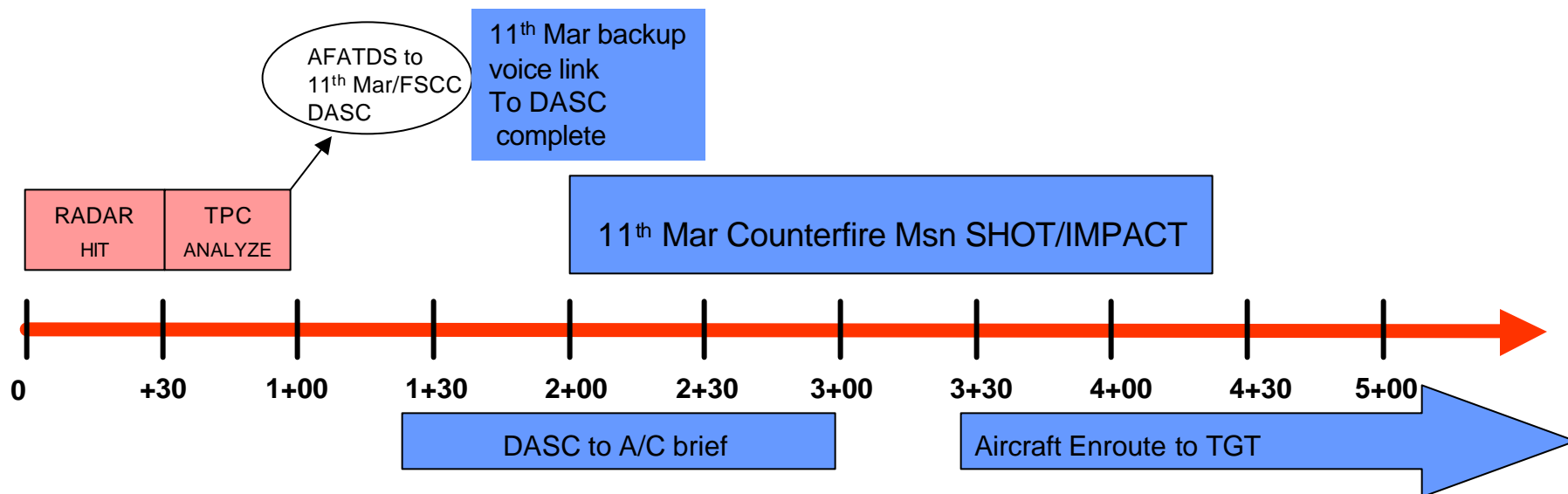


# Reactive Counterfire





# Reactive Counterfire Timeline



- A/C transit time 8 nm/min
- A/C IP to TGT 1 min
- Approx. time from radar hit to bombs on TGT 6-20 min
- A/C sends Initial BDA back to DASC

# What Worked



- Focused Fires
- Combined Arms
- Planning Process
- Killboxes
- Counterfire



# What Can We Do Better



- Full time dedicated sensors for real time sensor to shooter links
- Eliminate ICM Duds
- Battlefield Damage Assessment



***Questions???***

# They never stood a chance



**TAKE CARE IN DRAWING CONCLUSIONS FROM OIF**

